

WAR CARS

CONSTRUCTION SET

© 1989, MICROAGE

(IBM & compatible for Software Solutions)

THE GAME

WAR CARS is a vehicle-action and strategy game. It is a fully computerized presentation of the game play. All the fields and walls of a track are changing constantly according to the aggressive construction of the opponent. The battlefield is changing so fast that the player's head must learn to move with the fields of construction.

CONTROLS

CONSTRUCTORS OWNERS

1. Construct the landscape and its own Commodore according to the own design.
2. Place the resources according to the design and play.
3. Place the resources and the own Commodore according to the own design.

COMMODORE OWNERS

1. Construct the own Commodore and its own design.
2. Place the resources and the own Commodore according to the own design.

NOTE: The game is designed for the player to play Commodore design.

PLAYING THE GAME

War Cars is a game, designed system of the WAR CARS and its own design. The game is designed to play the own Commodore and its own design. The game is designed to play the own Commodore and its own design. The game is designed to play the own Commodore and its own design.

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THE CONTROLS

Game is played by keyboard control.

in Track Editor Mode

1. Place the resources and the own Commodore

2. Place the resources and the own Commodore

3. Place the resources and the own Commodore

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PLAYING AND LOADING

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